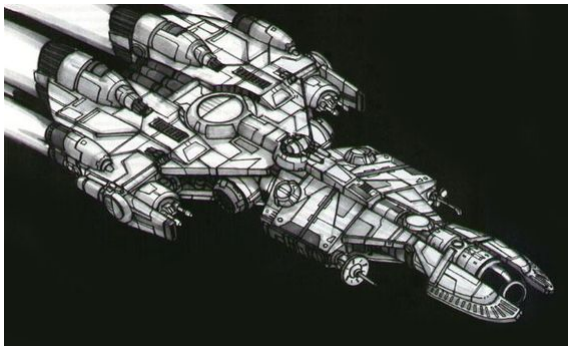
Starships D6 / Corellian Engineering Corpora

YZ-900 MEDIUM TRANSPORT



* See below for more information.

Craft: Corellian Engineering Corporation YZ-900
Type: Medium Transport
Scale: Starfighter
Dimensions:
-Length: 54.5m
Skill: Space Transports
Crew: 8
-Gunners: 4
-Skeleton: 2/+5
Crew Skill: Per players' skills
Passengers: 14
Cargo Capacity: 550 metric tons
Consumables: 9 months
Cost: 500,000 (new); 250,000 (used)
Hyperdrive: x1 (Backup: x12)
Nav Computer: Yes
Maneuverability: 2D
Speed:
-Space: 6
-Atmosphere: 330; 950kmh
Hull: 6D
Defenses:
-Shields: 3D
Sensors:
-Passive: 10/0D
-Scan: 20/1D
-Search: 40/2D
-Focus: 2/3D

WEAPONS:
2 Heavy Twin Laser Cannons
Location: Mid Upper/Lower Hull
Fire Arc: Turret
Crew: 1 (2)

Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 6D
Rate Of Fire: 1

2 Twin Laser Cannons
Location: Mid Hull Sides
Fire Arc: Partial Turrets
-1 Front/Right
-1 Front/Left
Crew: 1 (2)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 5D
Rate Of Fire: 1

2 Concussion Missile Launchers
Location:
-1 Front Hull
-1 Rear Hull
Fire Arc: 1 Front, 1 Back
Crew: 1 (Pilot/Co-Pilot)
Skill: Starship Gunnery/Missile Weapons
Scale: Starfighter
Fire Control: 1D
Range:
-Space: 1/3/7
-Atmosphere: 30-100/300/700m
Speed: 7*
Damage: 8D
Ammo: 10 each (20 total)
Rate Of Fire: 1

DESCRIPTION:

The Corellian Engineering Corporation's YZ-900 was a cargo vessel that appeared to be more of a paramilitary assault craft. Measuring 54.5 meters in length, the YZ-900 was armed with a pair of heavy twin laser cannons, two double laser cannons, and a pair of concussion missile launchers that fired fore and aft. The YZ-900 required a crew of eight to operate, including gunners, and could carry up to fourteen passengers and 500 metric tons of cargo*.

GAME DESIGN NOTES:

Source

This ship was originally presented in the article "A Legacy of Starships" in Star Wars Gamer magazine issue #2, by Owen K.C. Stephens, illustrated by Jeff Carlisle, and appeared early in Star Wars D20. This is an attempt to convert it to Star Wars D6 using the D6 to D20 conversion rules presented in the back of the first Star Wars D20 rulebook. I also use these sources to help with anything that does not convert directly: Galaxy Guide 6 Tramp Freighters; Pirates & Privateers; and the Starship Pricing guide (starship construction rules from the D20 Starships of the Galaxy converted back to D6); Other D6 ships and sources here and there for comparison, such as for sensors, weapons, speed, hull/shields, etc.

Weapon Damage dice will be converted with the D6 to D20 conversion rules, but other traits such as range and Fire Control may be taken directly from Starship Pricing for simplicity, unless they need a more involved touch, then other sources may be listed in their write-up and stat block.

Maneuverability

If there is no bonus listed in the D20 rules, Maneuverability will be listed as 1D (military ships will be listed as 2D). If a bonus is listed, I am torn between making every +1 = 1D, or having every +2 = 1D. To be safe, I will use the lower option, but GMs/players have the option to either increase this when using the ship, or modify it to be better after acquiring the ship.

Speed

Star Wars D20's early books had something like Movement Speed categories (Cautious/Docking = 1/2 Speed; Cruising Speed = Normal Speed; High/Attack = x2 Speed; All-Out/Ramming = x4 Speed), but they never had a Speed number to go with the ship stat blocks, so all ships seemed to have the same speed. A simple conversion is: Cautious = Space 2; Cruising = Space 4; High Speed = Space 6; and All-Out = Space 8 or higher.

Missile Speed

If you are using traditional Star Wars D6 rules, just ignore this, it's no big deal. However, if you want your missile weapons to work more like other sci-fi franchises, and/or a little IRL, then use this optional rule: When fired, the missile does not stop at space range 7. Instead, it keeps traveling, using this range as the missile's Space Speed (and relevant Atmosphere Speed). The missile keeps traveling in that direction at this speed (if it did not hit anything last round, like if the chaser was just out of range). While this means missiles can be more useful, it also means moving targets like ships will have more time to figure out what to do against the incoming missile(s).

Cargo Capacity

This ship's stats are based on the White Wing, a modified YZ-900. The Wookiepedia page states this ship has 500 metric tons Cargo Capacity, but the White Wing has this too. The White Wing stated it removed its 2 concussion missile launchers, which may give the stock YZ-900 more cargo space. White Wing also installed droid automation to replace crew and improve weapons' Fire Control, but this wouldn't be enough to even it out. As a stock ship I reduced some of the 900's stats a little, namely the Shield Dice, which would grant it more cargo space while keeping it a stronger-than-usual civilian ship as the YZ series was known to be. GMs can either do the math, or

just slap an extra +50-ish metric tons on it. (EDIT) I went ahead and made the Cargo Capacity 550 metric tons, GMs can alter this if they see fit.

Stats by FreddyB, Descriptive Text from WookieePedia.
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